

QINGCHENG ZHAO

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🎓 EDUCATION

ShanghaiTech University, Shanghai, China 2021 – Present

Bachelor of Engineering in Computer Science. Expected graduation date: June 2025

Advisors: Prof. Jingyi Yu and Prof. Lan Xu

Overall GPA 3.68/4, ranked 22/179

University of California Berkeley, California, United States of America Aug. 2023 – Dec. 2023

GLOBE Program in College of Engineering, University Of California Berkeley

Overall GPA 3.67/4

🔍 RESEARCH INTERESTS

My primary research interest lies in **3D Vision**, with a specific focus on achieving high-fidelity **3D reconstruction, rendering and driving** of digital humans. Concurrently, I am exploring **generative modeling** techniques to generating, editing and interacting with common objects, and large-scale scenes.

📖 PUBLICATIONS

- Media2Face: Co-speech Facial Animation Generation With Multi-Modality Guidance under review at **SIGGRAPH**
*Qingcheng Zhao**, Pengyu Long*, Qixuan Zhang, Dafei Qin, Han Liang, Longwen Zhang, Yingliang Zhang, Jingyi Yu, Lan Xu
([Project Page](#)) ([Paper](#))

👤 EXPERIENCE

Visual & Data Intelligence Center Mar. 2022 - Present

Undergraduate Researcher

Developed the Media2Face, currently under review at **SIGGRAPH**. Media2Face can generate highly realistic and expressive 3D facial animations from diverse multimedia inputs—audio, text, and images, trained on the largest ever co-speech 3D facial animation dataset. With Media2face, avatars can now embody complex inner emotions with unprecedented fidelity and versatility in rich multi-muldality guidance.

Deemos Technologies Inc. Shanghai, China Nov. 2022 – Nov. 2023

Software Engineer (Internship)

- Created a real-time 3D interactive avatar system demo utilizing audio-driven facial expression technologies, which was showcased to thousands of attendees at GAIDC (Global AI developer Conference 2023).
- Lead the development of hyperhuman frontend, which is a web-based application that allows users to create/edit/animate/stylize 3D digital humans in the HYPERHUMAN platform, features include:
 - Using on a prompt, generate and edit 3D digital avatar models with high-fidelity PBR textures.
 - From a single photo, generate and edit 3D digital avatar models with high-fidelity PBR textures.
 - Automatic binding and RGB-video-based dirving based on massive 4D and expression data.(Zhang, Longwen, et al. "Video-driven Neural Physically-based Facial Asset for Production." SIGGRAPH Asia (2022))
 - Convenient stylization tool for 3D digital humans.
 - Automatic topology conversion.

view the demo at 🐦 twitter.

DJI Technology Co., Ltd. Shanghai, China Jun. 2022 – Nov. 2022

Test Development Engineer (Internship)

- Built a Qt application utilizing ADB to collect, analyze, and visualize data from drones, resulting in improved data insights and decision-making for stakeholders.
- Developed a real-time visualization analyzer to collect and analyze 2.4Ghz, 5.2Ghz, and 5.8Ghz freq scan data from drones, enabling more accurate data interpretation.
- Utilized parallel computing techniques to speed up data processing and visualization, resulting in more efficient data analysis and a faster feedback loop.
- Profiled and optimized the existing system, resulting in improved application performance and reduced processing time for data analysis.

GeekPie Association

Sep. 2021 - Present

President of GeekPie Association

- Developed a highly regarded web application that simplifies the course selection process for all students at ShanghaiTech University. People can comment and discuss freely at our platform. Check it out at [coursebench](#).
- Designed and built the frontend for G22G (also known as GeekPie 2022 Game), a popular web-based game that has received positive feedback from players. Check it out at [G22G](#).
- Created a visually appealing course scheduling web application that simplifies the process of creating and customizing schedules. Check it out at [CousePrettier](#) or view the documentation at [documentation](#).
- Designed and developed the homepage for the Frontier of Life Science and Technology ShanghaiTech University (FoLST2021) conference, helping to increase awareness and participation in the event. Check out the source code at [github](#).

CS100: Introduction to Programming

Jan. 2023 - Jun. 2023

Senior Teaching Assistant

- Designed assignments for student engagement: Game of Life
- Led bi-weekly recitation classes.
- Collaborated with Professor Lan Xu on grading and exam supervision.
- Recipient of the SIST Outstanding Teaching Assistant Award.

⚙️ SKILLS

- Programming Languages: Python > C++ >= Javascript == Typescript > C
- Development:
 - Web Development: Vue2 > React > Vue3 | Node.js, Gradio, HTML, CSS, Next.js, Vite.js, Three.js
 - Backend: FastAPI, Uvicorn
 - DevOps: Rancher, Docker, Kubernetes, Gitlab CI/CD, Github Actions
 - Tools: PyTorch, OpenCV, Blender
- Web, Backend, Desktop Application, DevOps,
- Platform: Linux, Windows

♥️ HONORS AND AWARDS

<i>Bronze Medal</i> , Award on The 2021 China Collegiate Programming Contest, Harbin Site	2021
<i>One-hundred Fourth Place</i> , Award on The 2021 ICPC Asia-East Continent Final Contest	2021
<i>First Prize</i> Shanghai Makers Contest	2021

📄 MISCELLANEOUS

- Blog: <http://clarivy.github.io/>
- GitHub: <https://github.com/Clarivy>
- Languages: English - Fluent, Mandarin - Native speaker